



# Illowa Irregulars SASS 2023 Illinois State Championship

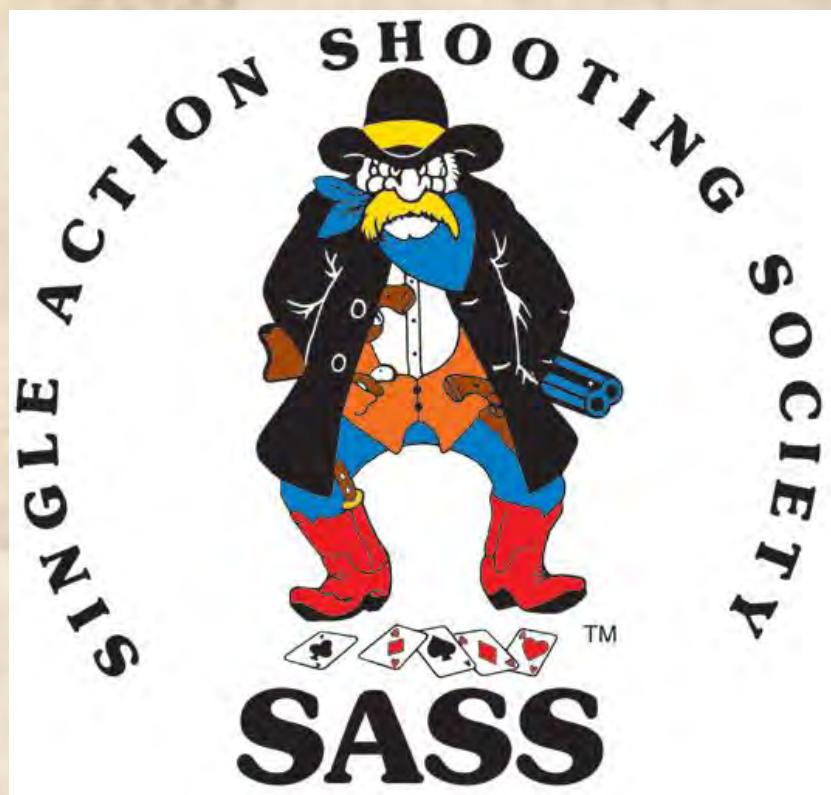
SASS  
PRESENTS

August 18-20, 2023





Illowa Irregulars  
SASS 2023 Illinois  
State Championship  
August 18-20, 2023



*SASS STATE MASTER SPONSOR*

Match Range Officer: Count Sandor



Illowa Irregulars  
**SASS 2023 Illinois  
State Championship**  
August 18-20, 2023



## SCHEDULE OF EVENTS

### WELCOME COWBOY ACTION SHOOTERS

Illowa Irregulars welcome you to the Milan Rifle Club (MRC), home to Camden Mills, our cowboy town. We are excited to host the SASS 2023 Illinois State Championship "Mayhem On The Mississippi," and will do our best to give you an exciting, fun match. This match is sponsored and sanctioned by the Single Action Shooting Society (SASS).

#### **Match Theme: 1993 – Illowa Irregulars' Founding Year**

In the spring of 1993, the Bartels family organized the area's first cowboy shoot at Saukenuk. This initial shoot was so well received and the interest so great that the Bartels approached the Milan Rifle Club (MRC) and asked if future shoots could be held at their range. MRC approved the request, the name "*Illowa Irregulars*" was chosen, and the rest is history.

In honor of our 30-year anniversary, we felt it was appropriate to select 1993 as our match theme for the SASS 2023 Illinois State Championship, the second State Championship hosted by Illowa Irregulars. As you read through our stages you will see that the stage titles, starting lines and small bits of trivia are (almost all) based on "notable?" events, movies, etc., from 1993.

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#### **Brief Club History**

Illowa Irregulars Cowboy Action Shooting Club is the only SASS-sanctioned Cowboy Action Shooting club in the Quad Cities area, and one of the longest running clubs in Illinois.

There are many other significant contributors to our success, some of which are memorialized on our building facades including Filmore (Stage 1 – Filmore's Farm, Feed & Seed), Preemption Judge (Stage 2 – The Courthouse), T.A. Spurs & Shamrock Sis (Stage 4 – The Saloon), Sassparilla Ken (Stage 5 - The Gun Shop), Trader Dave (the Trading Post), Digger Sam (Stage 10 – Peterson & Sons Excavating) and Will Dunn (Stage 9 - Will Dunn's Blacksmith Shop).

The Irregulars host monthly competitions from April through November, and, for the last two years, have hosted the SASS Illinois State Championship. Go to [www.illowairregulars.com](http://www.illowairregulars.com) for more information.

## SPECIAL THANKS TO

2023 Illinois State Match Directors



Count Sandor



Popcorn Kelly

2023 Illinois State Match Organizers



JW James



Elida Organizer

Side Match Director



Chancy Shot

Club Scorekeeper



Wicker Nash

Activity Coordinator



Rootin Tootin

Posse Coordinator



Badlands Charlie

## Acknowledgements

There were many people who worked behind the scenes, without whom we could not do this. In addition to the people listed above we also want to thank:

- The side-match workers, for graciously giving of their time so we all can play;
- All the members of the set-up crew who carried steel, set up canopies, main and side matches, painted targets, and generally fetched and toted whatever was necessary;
- Our posse leaders and assistants, who willingly took on the responsibilities of organizing and running their groups, explaining, and interpreting the Match Directors' creations, and making the event fun for all, while still trying to be competitive themselves;
- The people who staffed the registration desk, organized the Pizza Party, and helped set up the Awards Banquet; and,

The Milan Rifle Club Board of Directors, Work Crews, and all MRC Members for their support and help maintaining a top-ranked range and for allowing Illowa Irregulars to host this match.

# **EMERGENCY RESPONSE PLAN**

Camden Mills Cowboy Town, Milan Rifle Club

Assigned Medical Information Officer: \_\_\_\_\_

## **1. Take charge of the situation if an incident occurs that may require assistance.**

- a. Command at incident: "CEASE FIRE! GUNS DOWN! UNLOAD AND REMAIN HERE."
- b. Use one long horn blast to alert all posses to cease fire.
  - i. Air horns are located at the end of side berms between adjacent stages (1-2, 3-4, 5-6, 7-8/9-10)
- c. If a major injury has occurred, call for help immediately (see #2 below).
- d. Designate helpers if necessary, to include a person responsible for making notes of all actions (see #5 below)

## **2. To call for help**

- a. Call 911. If cell access is not immediately available, drive towards the range entrance
  - i. Most people can reacquire a cell signal at or near the Registration office (across from the camping area), but if not continue driving up the hill towards the club entrance until cell service is obtained
- b. Give the dispatcher all information she/he requires. This will include, but may not be limited to:
  - i. LOCATION: 9221-51st Street West, Milan (41.4210156-90.637843)
  - ii. Gender and approximate age of injured party
  - iii. What happened/nature of injury
  - iv. Caller's name and phone number
  - v. Location of people who will direct help to the scene (see #4 below)

## **3. Render aid**

- a. Determine level of care and begin first aid.
- b. First Aid kit and defibrillator are located to the right, just inside the door of the Trading Post which is in the middle of the Cowboy town.

## **4. Direct medical help to the location**

- a. Appoint and position one person at each location to direct emergency vehicles:
  - i. At the Milan Rifle Club main gate to instruct driver(s) to follow the road to its end.
  - ii. In the area of the benchrest range
  - iii. At the gate to Camden Mills
  - iv. At the scene of the injury

## **5. Make notes**

- a. Assigned person from #1 above should note the times actions were taken, arrival and departure of emergency vehicle(s), etc.
- b. Gather statements from any witnesses to the incident
- c. Notify authorities if necessary
- d. Inform the Milan Rifle Club Board and complete any required paperwork

## Introducing The Illinois Record Stage Record Holder Award

Illowa Irregulars are introducing a new award at the 2023 Illinois State Cowboy Action Shooting Championship: The ***Illinois State Record Stage Record Holder award***. This award will go to one Illinois shooter in each category who has the fastest time on the ***State Record Stage*** during the Illinois Championship (i.e., sets the state record). Award winners will receive a pin (similar to what's shown on the right) for having set the Illinois State Record Stage State Record, and will hold the state record until their time is bested at a future Illinois State Championship. We believe this will add a new, fun dimension to our State Championship.

We modeled the ***State Record Stage*** after the ***World Record Stage***, but with the following key differences:

1. The State Record Stage uses closer target distances to better reflect today's target distances and to make it suitable for use at a State Championship match. For example, the World Record stage sets rifle targets at 54 feet, pistol targets at 21 feet, and shotgun targets at 30 feet, distances we felt would be inappropriate to use in a State Championship. Instead, the Illinois Standard Record Stage sets rifle targets at 27 feet, pistol targets at 12 feet, and shotgun targets at 18 feet – distances much more appropriate for a State Championship.
2. Each shooter is allowed to select the gun order they feel allows them to shoot their best time (rifle must not be last). This is a change from the World Record stage which requires gun order to be Pistol, Rifle, Shotgun.
3. Unlike the World Record which allows shooters several attempts, the State Record Stage will be set up as a stage during the 2023 Championship match. This means shooters have one opportunity to set the state record – when they shoot the stage at the Illinois State Championship match. This is consistent with most sporting events (e.g., Olympic records can only be set during Olympic competitions, etc.). This also eliminates the need to video record the shooter as required for the World Record, since each attempt will occur at a State Championship, observed by a Timer Operator, and witnessed by three Spotters.
4. Just as only Illinois residents are eligible to be an Illinois Champion, only Illinois residents will be eligible to set the Illinois stage record. (Non-Illinois Residents will be eligible to set a new Illowa Irregular Club record during the Championship match, but that will be recorded separately.)



Example State Record Pin

We hope you enjoy this new competition. The State Record Stage is a fun, fast stage and is a pleasure to shoot. Better yet, several Illinois cowboys/ cowgirls will be going home from the 2023 Championship recognized as holding the state record in their shooting category on the standard stage. It could be you and/or someone you know. We also believe there will be some unexpected surprises along the way. As mentioned above, Illowa Irregulars will use this stage to establish our local “Club” records. We encourage you and other Illinois clubs to do the same.

# Illinois State Championship State Record Stage Layout & Procedure

Required minimums: 10 pistol, 10 rifle, 4+ shotgun

## Procedure:

**Rifle** will be staged on table, action closed, hammer down on empty chamber (not on half-cock), loaded with 10 rounds.

**Shotgun** will be staged on table, action open and empty, all shells to come from shooters person.

**Pistols** will be loaded with 5 rounds each, hammers down on the empty chamber (not on half-cock or safety notch), holstered.

**Shooting Order:** Shooter's choice, rifle must not be last

Shooter will start at **low surrender** (wrists above respective shoulders and visible from behind). Shooter will be positioned at the middle point of the stage, centered behind the table, and will remain in place for the stage run (stand and deliver stage).

At the buzzer: With the gun of choice

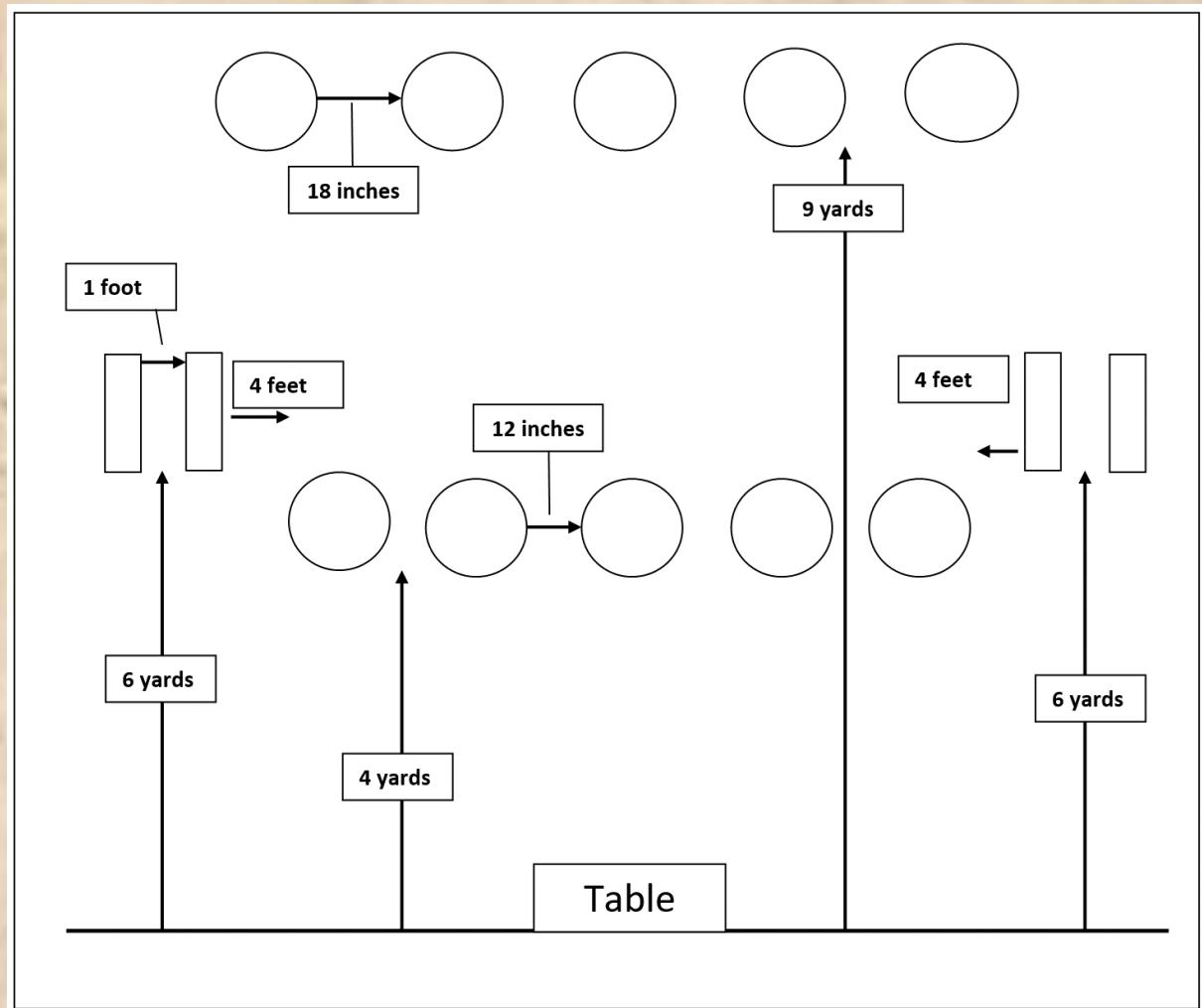
- With the pistol, sweep the five pistol targets twice in the same direction. Holster pistols if not shot last. First pistol may either be holstered or placed on table after firing if pistols are shot last.
- With rifle, engage the rifle targets with two sweeps, both in the same direction. Rifle must go back to table, action open and clear.
- With shotgun, knock over 4 targets, a minimum of 4 shots must be fired. Restaged on table open and clear if not shot last.

## Other guidelines:

- Total Time:** The lowest **Total Time** recorded in each category by an Eligible Shooter on the Standard State Record Stage during a SASS-sponsored Illinois State Championship will qualify as the State Record.
  - The **Total Time** will include all penalties assessed on the stage.
- Eligible Shooter to hold the Illinois Standard Stage Record:** Shooters who are registered as Illinois residents in the State Championship match are eligible to hold the Illinois Standard Stage Record (i.e., the same requirement for being eligible to become an Illinois Category Champion at State Championships).
- Impact if the shooter does not finish the match (DNF):** If a shooter is unable to finish the match for any reason other than Match Disqualification (e.g., gun malfunction, health, etc.) their time recorded on the Standard State Record Stage, if any, qualifies to be considered for the State Record.
- Impact of a Stage Disqualification (SDQ):**
  - SDQ while shooting the Standard Stage:** If a shooter receives a Stage Disqualification while shooting the Illinois Standard Stage at a Championship match they are ineligible to set a Standard Stage Record on that day, even in the unlikely event their Total Time would otherwise have qualified as a record.
  - SDQ while shooting another Match Stage:** A single stage disqualification on a different stage has no impact on the shooter's ability to set or hold the Standard Stage record.

## Other guidelines, cont'd :

- **Impact of a Match Disqualification (MDQ):** If a shooter receives a Match Disqualification at any point during a Championship match they will be ineligible to set a new Standard Stage record on that day, regardless of their time on the Illinois Standard Stage. This includes, but is not limited to, receiving a Match DQ for having two Stage DQs.
- **Updating Records:** Qualifying times shot by eligible shooters at subsequent State Championships will be compared to the existing state record and updated accordingly.



## MAYHEM ON THE MISSISSIPPI 2023 - STAGE CONVENTIONS

All SASS stage conventions/rules apply, with the following additions, reminders, exceptions, and special emphasis items.

### **Note: MotM 2023 Uses standardized target colors**

- A. Rifle targets are blue with an orange outline
- B. Pistol targets are orange with a blue outline.
- C. Combination rifle/pistol targets are half blue, half orange.

### **Additions:**

- A. All pistol/rifle sweeps may be shot from either direction.
- B. Shotgun targets may be engaged in any order, unless specified.
- C. Stationary/swinger shotgun targets must visibly move to be counted as a hit.

### **Reminders: (Just to head off a few of our more “FAQ’s”)**

- A. Staged pistols may be restaged or holstered.
- B. Rifle must not be shot last (Indicated on directions by “RMNBL”).
- C. The stage direction “in hands” means **both** hands must be touching the named object.
- D. SASS shotgun rules apply, with the following Exceptions:

### **Exceptions:**

- A. **On Stage 8 ONLY (10+ shotgun), a second shotgun belt and/or extra shotgun slides may be worn as necessary to accept sufficient rounds. All other SASS shotgun ammunition rules apply.**
- B. **On Stage 8, ONLY, no unloading table is used. Shooter must “show clear” and the T.O. must acknowledge before the shooter turns to move up-range, carrying “muzzle-up.”**

**On Stage 8. It is strongly recommended that shooters NOT CARRY pistols in holsters. If carried, they MUST be cleared before moving back up-range, taking extra time and slowing resetting of the stage.**

### **Special Emphasis:**

- A. **Any firearm declared as malfunctioning must be grounded. NO handing off will be allowed. Horizontal surfaces are provided at all shooting positions.**
- B. **Any such grounded firearm must be handled/cleared only by the shooter after the stage is complete. Should the shooter become incapacitated or be unable to clear a grounded firearm, only the T.O. or his designee may handle/clear said firearm.**

## DAILY SCHEDULE

### **FRIDAY, AUGUST 18**

8AM – 4PM	REGISTRATION/PACKET PICK UP/EVENT SUPPORT	REGISTRATION DESK
10AM	CAS WAVE 1 WARMUP SAFETY MEETING and MATCH – 3 STAGES BAYS 1, 2, and 3	COWBOY TOWN
11AM – 4PM	ALL SIDE MATCHES	COWBOY TOWN (SPECIFIC LOCATIONS ON NEXT PAGE)
1PM	CAS WAVE 2 WARMUP SAFETY MEETING and MATCH – 3 STAGES BAYS 1, 2, and 3	COWBOY TOWN
4PM	CAS MAIN MATCH POSSE MARSHAL WALK-THRU	COWBOY TOWN
5:30PM - ?PM	FREE PIZZA PARTY & CAMPFIRE bring your own chair and whatever you wish to drink	BENCHREST AREA (across from Campground)

### **SATURDAY, AUGUST 19**

7AM – 8:30AM	REGISTRATION/PACKET PICK UP/EVENT SUPPORT	REGISTRATION DESK
8:30AM	CAS MAIN MATCH SAFETY MEETING	COWBOY TOWN
9:00AM	CAS MAIN MATCH – DAY 1; 6 STAGES	COWBOY TOWN
6PM	OPTIONAL CELEBRATION BELLE RIVER BOAT DINNER CRUISE	CELEBRATION BELLE

### **SUNDAY AUGUST 20**

8:00AM	COWBOY CHURCH SERVICE	COWBOY TOWN
9:00AM	CAS MAIN MATCH – DAY 2; 4 STAGES	COWBOY TOWN
1:00PM	AWARDS LUNCHEON AND CEREMONY	MILAN COMMUNITY CENTER

## **FOOD SERVICE**

Friday	Lunch available for purchase from 11:00 to 2:30 p.m.	COWBOY TOWN
Saturday	Lunch available for purchase from 11:30 to 3:00 p.m.	COWBOY TOWN

Breakfast will not be available either day

# COWBOY ACTION SIDE MATCHES

RIFLE/PISTOL SIDE MATCHES

FRIDAY, JULY 15

**11AM – 4PM** All side matches will be timed with misses adding 5 seconds to raw time. Fastest time wins. Awards will be presented at the Awards Ceremony on Sunday. Bring lots of ammo and have fun.

## **STAGE 4**

### **SPEED PISTOL**

You'll need 2 revolvers and 10 rounds for two separate Nevada Sweeps on three targets. Awards for 1st and 2nd places for Male and Female in both Smokeless and Black Powder.

### **POCKET PISTOL**

You'll need your Pocket Pistol and 5 rounds for a Nevada Sweep on three targets. Awards for 1st and 2nd places for Male and Female in both Smokeless and Black Powder.

### **DERRINGER**

Bring your derringer and 4 rounds for two separate double taps on 1 target. Reload off the clock. Awards for 1st and 2nd places for Male and Female in both Smokeless and Black Powder.

## **STAGE 7**

### **RUNING BUFFALO**

Rifle loaded with ten rounds on table. Release and engage moving target. Awards for 1st and 2nd places for Male and Female in both Smokeless and Black Powder.

## **STAGE 6**

### **HATCHET THROW**

Throw your hatchet (or ours) three times at a bullseye target. Highest score wins. Awards for 1st and 2nd places for Male and Female. No black powder award for this event.

## COWBOY ACTION SIDE MATCHES, CONT'D

### SHOTGUN SIDE MATCHES

FRIDAY, JULY 15

**11AM – 4PM** All side matches will be timed with misses adding 5 seconds to raw time. Fastest time wins. Awards will be presented at the Awards Ceremony on Sunday. Bring lots of ammo and have fun.

#### **STAGE 5**

##### **SPEED SHOTGUN**

You'll need your shotgun and 6 shells to shoot 6 knockdown targets. Awards for 1st and 2nd places for Male and Female for '87/'97 and SXS in both Smokeless and Black Powder.

#### **STAGE 8**

##### **SHOTGUN STAR**

Bring your shotgun and 6 shells. Shoot the plate and 5 breakable targets. Awards for 1st and 2nd places. Awards for 1st and 2nd places for Male and Female for '87/'97 and SXS in both Smokeless and Black Powder.

#### **Stage 10**

##### **Annie Oakley's Shotgun**

Three to five shooters competing at a time. First shooter engages flying bird. A hit - shooters rotate one position. A miss - second shooter must engage bird. Second shooters hits – first shooter is out. Second shooter misses – third shooter may engage. Third shooter hits – first and second shooters are out. Further details at event location. Awards for 1st and 2nd places for Male and Female.

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#### **STAGE 6**

##### **Gatling Gun**

This event is not scored. A .45 caliber Gatling Gun is available to try. There will be a \$35 charge for a 20-round magazine (\$70 for 40) to cover the cost of the owner's ammunition.

## WARM-UP MATCH

### WARM-UP STAGE 1 – FILLMAN’S STORE

Time	Misses	Penalty	Bonus	Final

**Ammo requirements/gun staging:**

10 Pistol/holstered OR staged in the doorway

10 Rifle/staged in doorway

4+ Shotgun/staged in either window

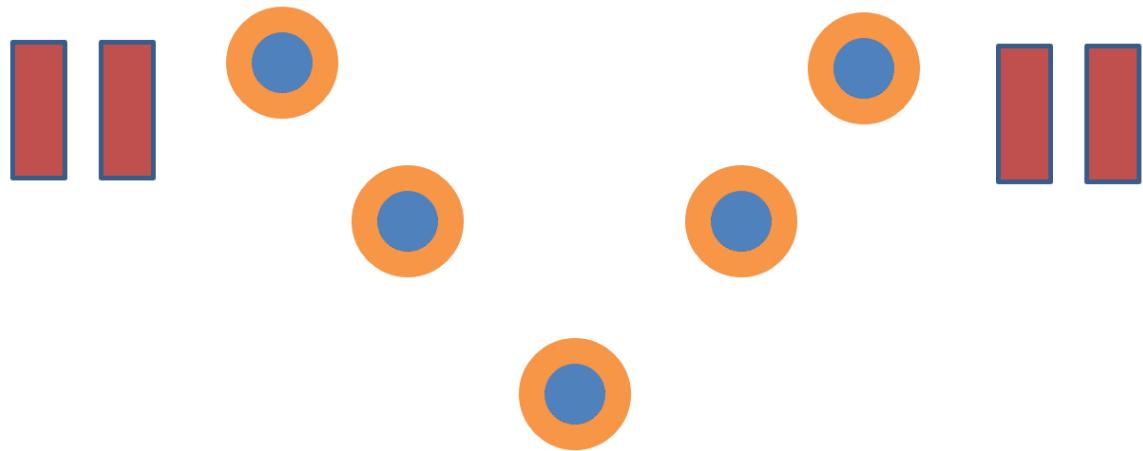
**Starting Position:** Standing at opening of choice, hands not touching any guns or ammunition.

**Shooting Order:** Shooter’s Choice, RMNBL

**Course of Fire:** Timer will start after shooter indicates ready.

#### THIS IS A ROUND-COUNT STAGE

- ⇒ With any combination of pistols and rifle, and in any order, engage the front target with **SIX (6) rounds**, the middle two targets with **FOUR (4) rounds each**, and the back two targets with **THREE (3) rounds each**.
- ⇒ With shotgun, engage two KD’s from each window. Make-ups from any opening.



— Shotgun? —

— Rifle/pistols —

— Shotgun? —

## WARM-UP STAGE 2 - COURTHOUSE

**Ammo requirements/gun staging:**

10 Pistol/holstered

10 Rifle/staged in left window

4+ Shotgun/staged in right window

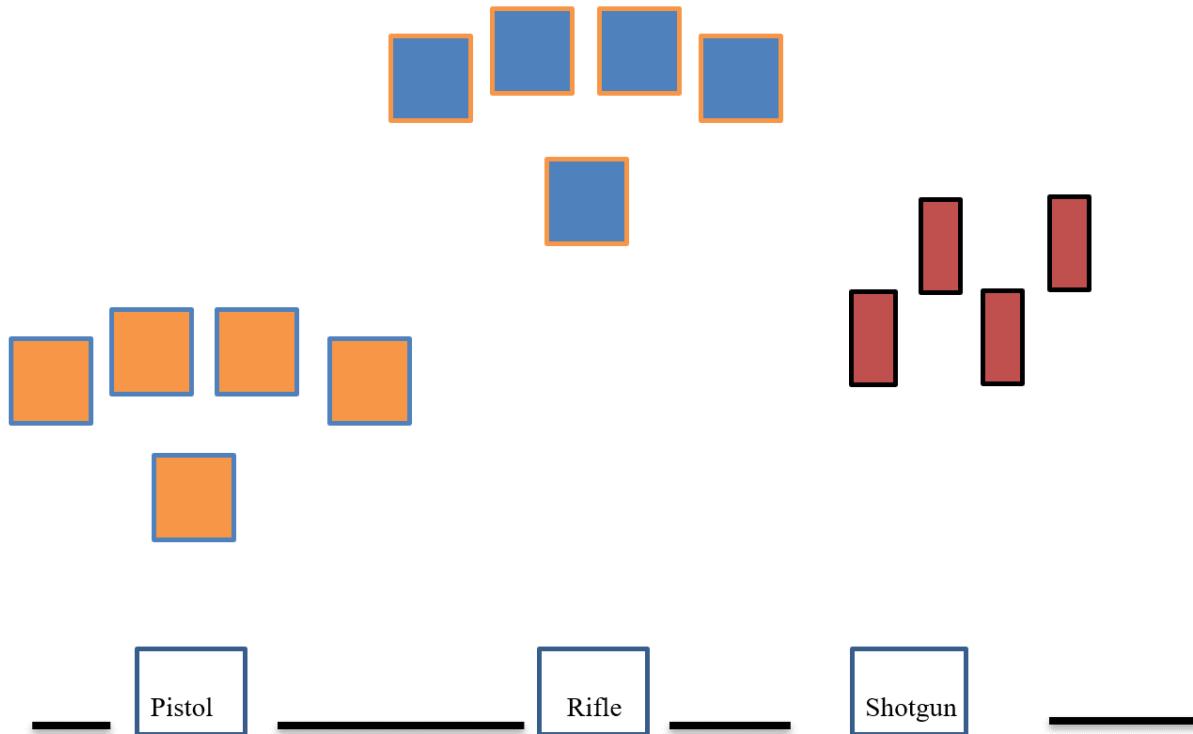
Time	Misses	Penalty	Bonus	Final

**Starting Position:** At opening of choice, hands at low surrender.

**Shooting Order: Shooter's Choice, RMNBL.**

**Course of fire:** Timer starts after shooter indicates ready.

- ⇒ With pistols from doorway, and with rifle from left window, **double tap the front target, then single-tap sweep the back row twice, YES YOU CAN!**
- ⇒ With shotgun from the right window, **engage KD's, make-ups from where engaged.**



## WARM-UP STAGE 3 – THE BOOKWORM MINING COMPANY

**\*\* STAGE 3 NOTE: Props ARE NOT Expendable\*\***

**Ammo requirements/gun staging:**  
10 Pistol/holstered

10 Rifle/staged on mine car  
4+ Shotgun/staged on paymaster's table

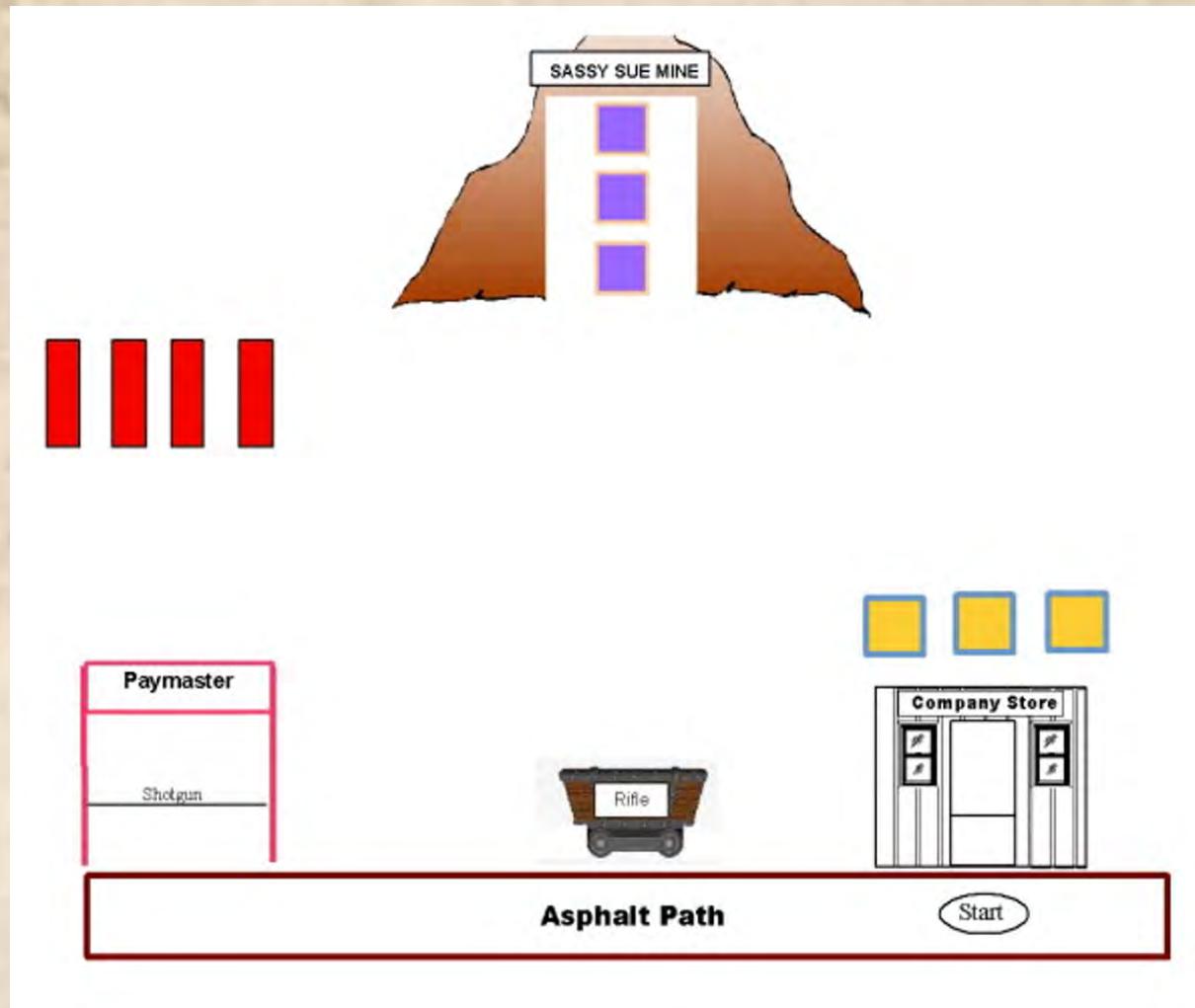
Time	Misses	Penalty	Bonus	Final

**Starting Position:** At the door of the company store - hands on frame, **OR** at the paymaster's table - hands on uprights.

**Shooting Order:** Shooter's choice of P-R-S or S-R-P.

**Course of Fire:** Timer will start after shooter indicates ready.

- ⇒ With pistols, from the doorway triple-tap the center target, then single-tap each outside target, and repeat.
- ⇒ Rifle, from between the white posts, engage targets same sequence as pistols.
- ⇒ With shotgun, from between the red uprights, engage KD's.



## STAGE 1 - “COUNTING CAN BE IMPORTANT!”

*\*\* Sponsored by Cowboy Rick and Dimpled Darlin \*\**

**Ammo requirements/gun staging:**

10 Pistol/holstered OR staged in the doorway

10 Rifle/staged in doorway

4+ Shotgun/staged in either window

In 1993, *Pepsi of the Philippines* paid a large fine and settled lawsuits worth \$8.9 Million one year after running a contest with a 1 million peso prize (US \$40,000) to the two people who got bottle caps with the number 349 inside. Instead of two caps, however, the bottler had printed and circulated over 400,000 caps with that number...

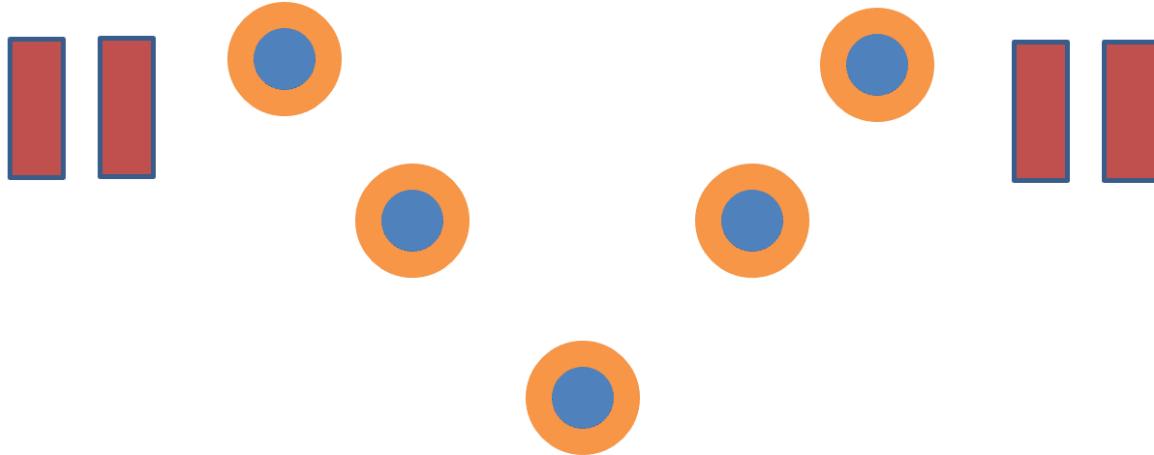
**Starting Position:** Standing at opening of choice, hands not touching any guns or ammunition.

**Shooting Order:** Shooter’s Choice, **RMNBL**

**Course of Fire:** Timer will start after shooter says “I can count to four!”

### THIS IS A ROUND-COUNT STAGE

- ⇒ With any combination of pistols and rifle, and in any order, engage each target with four (4) rounds.
- ⇒ With shotgun, engage two KD’s from each window. Make-ups from any opening.



Shotgun?



Rifle/pistols



Shotgun?



## STAGE 2 - “DYIN’ AIN’T MUCH OF A LIVIN’ ”

\*\* Sponsored by *Dan Ellar, Ellard Law PLLC* \*\*

### **Ammo requirements/gun staging:**

10 Pistol/holstered

10 Rifle/staged in left window

6+ Shotgun/staged in right window

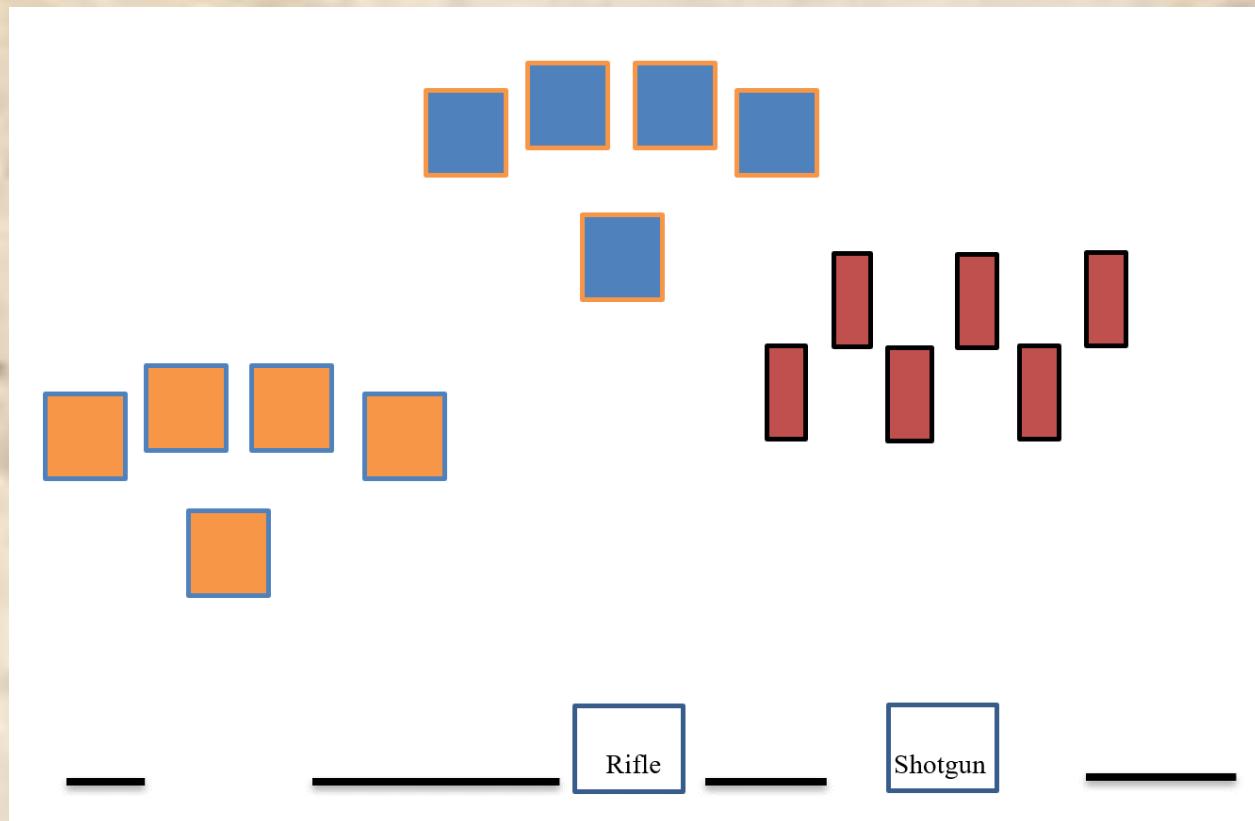
In 1993, Clint Eastwood won his first Best Director Oscar for the 1992 movie **Unforgiven**. As a director, Eastwood’s 2nd- ranked western is generally acclaimed to be **The Outlaw Josey Wales**.

**Starting Position:** At either the doorway or the right window, head turned as if glancing back over your shoulder.

**Shooting Order: Shooter’s Choice of S-R-P or P-R-S**

**Course of fire:** Timer starts after shooter says, “**Sometimes trouble just follows a man.**”

- ⇒ With pistols from doorway, and with rifle from left window, **engage targets in a Josey Wales sweep (Single-tap sweep the back row of targets, then double-tap the front target, then single-tap sweep the back row).**
- ⇒ With shotgun from the right window, **engage KD’s, make-ups from where engaged.**



## STAGE 3 - “THE COMPANY STORE”

**\*\* Sponsored by Broomtail Betsy, Granville Stuart, & DM Baroness \*\***

**\*\*STAGE 3 NOTE: Props ARE NOT Expendable!\*\***

**Ammo requirements/gun staging:**

10 Pistol/holstered

10 Rifle/staged on mine car

4+ Shotgun/staged on paymaster's table

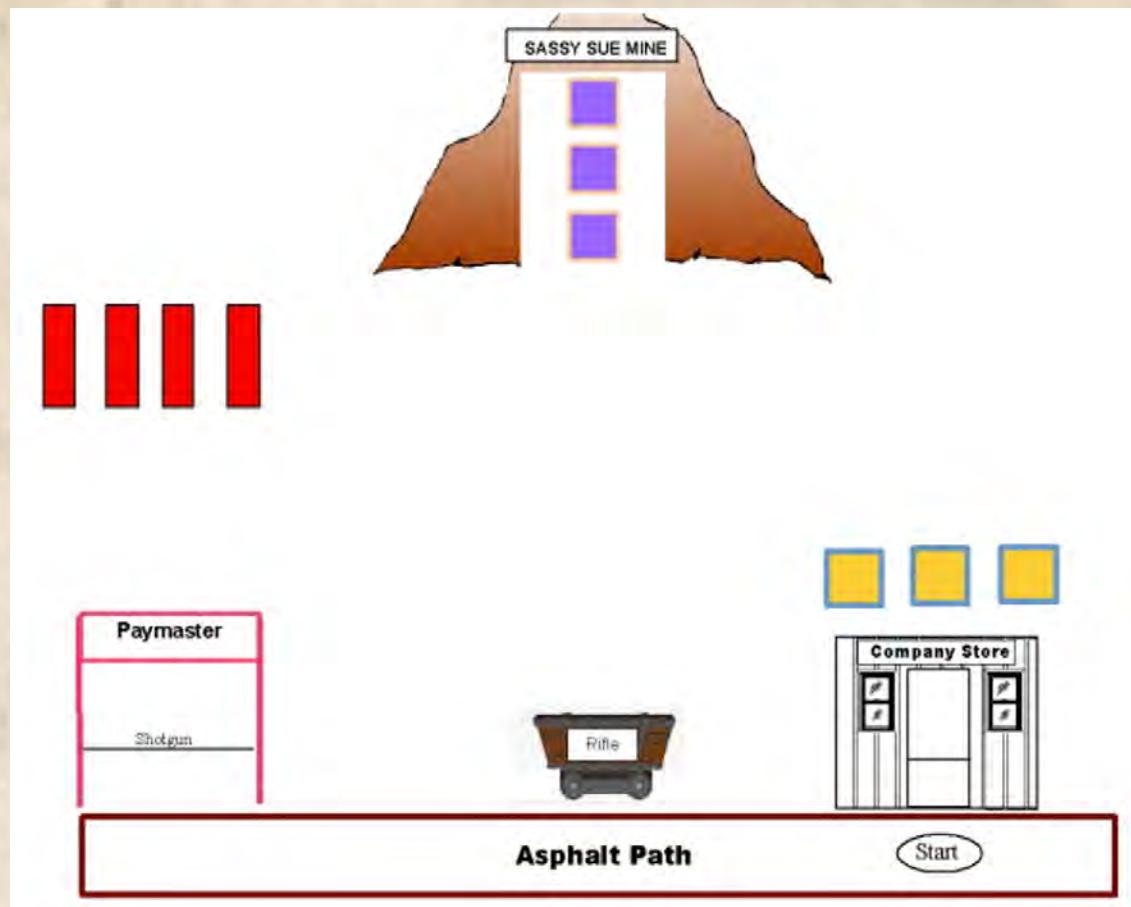
Mining “company stores” usually featured inflated prices – not unlike grocery stores in 2023! In 1993 though, a 2-liter bottle of Coke was 99 cents; a pound of bacon was \$1.19; and a gallon of gas averaged \$1.16!

**Starting Position:** At the door of the company store, holding the scrip in both hands

**Shooting Order:** P-R-S

**Course of Fire:** Timer will start after shooter says “I owe my soul!”

- ⇒ With pistols, from the doorway engage targets in a continuous Sassy Sue Sweep (Nevada Sweep starting on the middle target)
- ⇒ Rifle, from between the white posts, engage targets same sequence as pistols.
- ⇒ With shotgun, from between the red uprights, engage the KD's.



## STAGE 4 – “STOP THEM COWBOYS!”

*\*\* Sponsored by Foyster & Elizabeth O’Rippy \*\**

*Ammo requirements/gun staging:*

10 Pistol/holstered

10 Rifle/staged in window

6+ Shotgun/staged in window

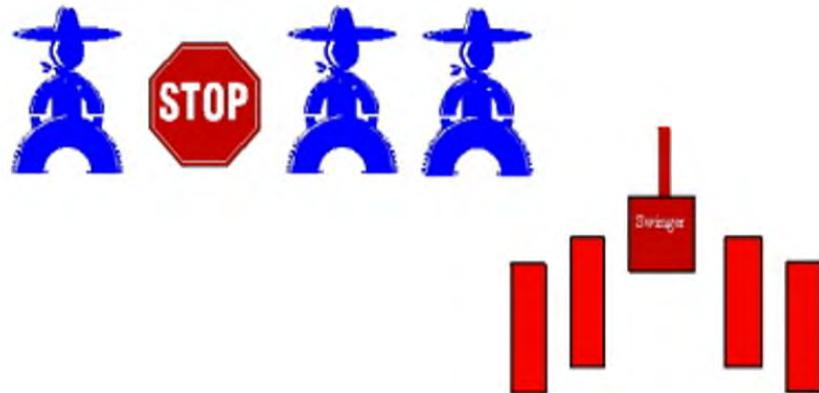
1993 saw the release of the movie Tombstone, in which the Earps and Doc Holiday took on the infamous “Cowboys,” and put a stop to their outlaw gang.

**Starting Position:** At the window, one arm extended, index finger pointing downrange.

**Shooting Order:** Shooter’s Choice of rifle/shotgun first, pistols will be last.

**Course of Fire:** Timer will start after shooter says “Cowboys! Stop!”

- ⇒ With rifle, **engage the cowboy targets with three rounds each, any order, THEN place the last round on the STOP sign.**
- ⇒ With shotgun, **engage the swinger TWICE – NO DOUBLE TAP – and all 4 KD’s.**
- ⇒ With pistols, **from doorway, engage targets same instructions as rifle.**



Rifle  
Shotgun

## STAGE 5 - “INFORMATION, PLEASE”

*\*\* Sponsored by Smilin D & Justice James Newton \*\**

**Ammo requirements/gun staging:**

10 Pistol/holstered OR staged in one doorway

10 Rifle/staged in other doorway

4+ Shotgun/staged in any opening

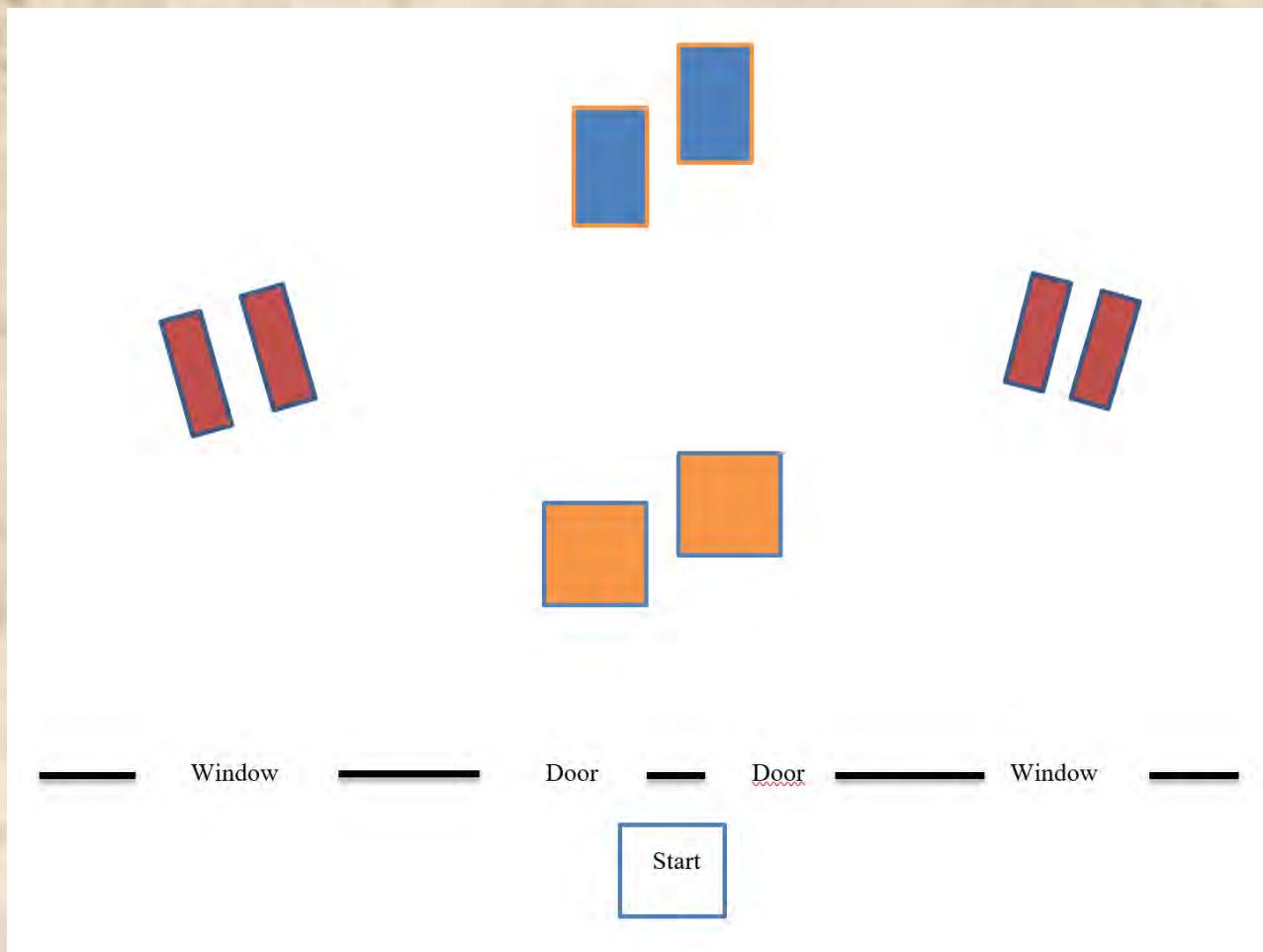
April 30, 1993, was the day the World Wide Web became public domain. At that time there was no Facebook, Twitter, YouTube, Instagram, or Reddit – and no Google maps!

**Starting Position:** Standing in the square, arms in a questioning pose.

**Shooting Order:** Shooter’s Choice, **RMNBL**.

**Course of Fire:** Timer will start after shooter says, “Where should I go?”

- ⇒ With pistols from one doorway, and with rifle from the other doorway, **alternating on the two targets, engage targets in a 1-1-3-3-1-1 Sweep.**
- ⇒ With shotgun, **engage two KD’s from one opening, and two KD’s from a different opening.**  
**Make-ups from any opening.**



## STAGE 6 - "A RECORD-SETTING PERFORMANCE"

*\*\* Sponsored by JW James & Elida Orga Nizer \*\**

*Ammo requirements/gun staging:*

10 Pistol/holstered

10 Rifle/staged on table

4+ Shotgun/staged on table

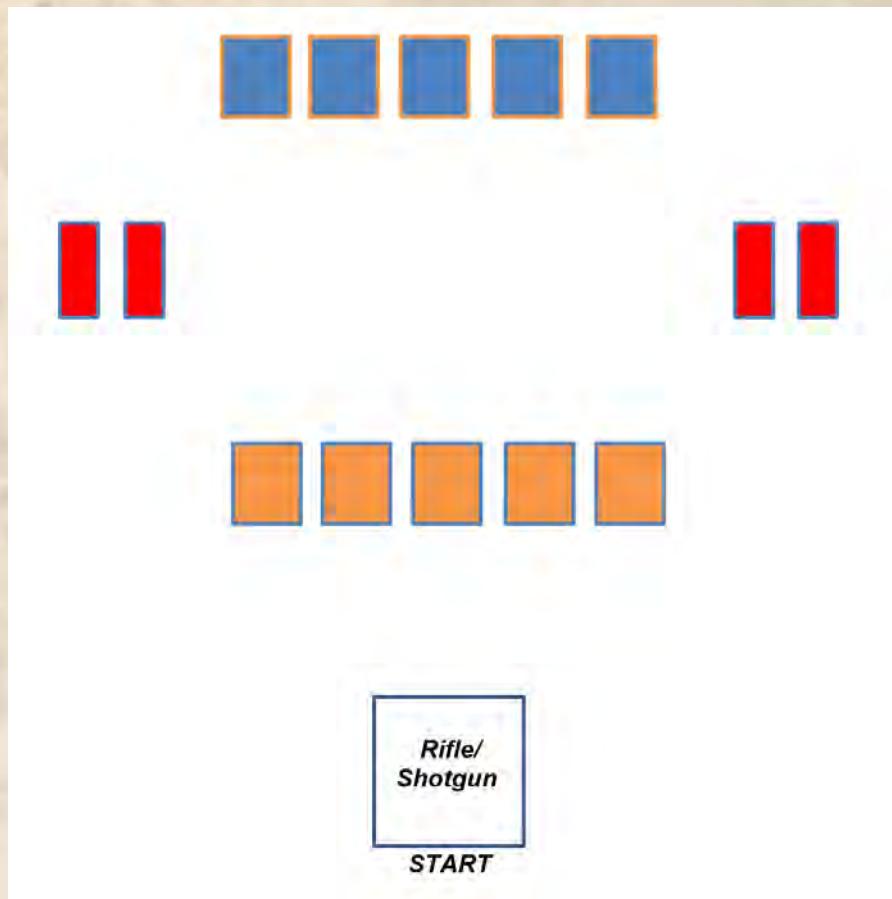
This is it folks, the first-ever Illinois State Record Stage – your chance to be a record holder...either for the state of Illinois, or for the Illowa Irregulars Cowboy Club.

**Starting Position:** Standing behind table, hands at low surrender. Shooter must remain behind the table.

**Shooting Order:** Shooter's Choice - **RMNBL**

**Course of Fire:** Timer will start after shooter says "This is one for the record book!"

- ⇒ With pistols and with rifle, **sweep the targets twice with one round each, NO YOU CAN'T!** Pistol sweeps do not have to start on the same end as rifle and vice-versa.
- ⇒ With shotgun, **engage KD's.**



## STAGE 7 - “BISON AND BEARS, OH MY!”

*\*\* Sponsored by The Three Amigos \*\**

**Ammo requirements/gun staging:**

10 Pistol/holstered

10 Rifle/staged in trough

4+ Shotgun/ in hands at start position

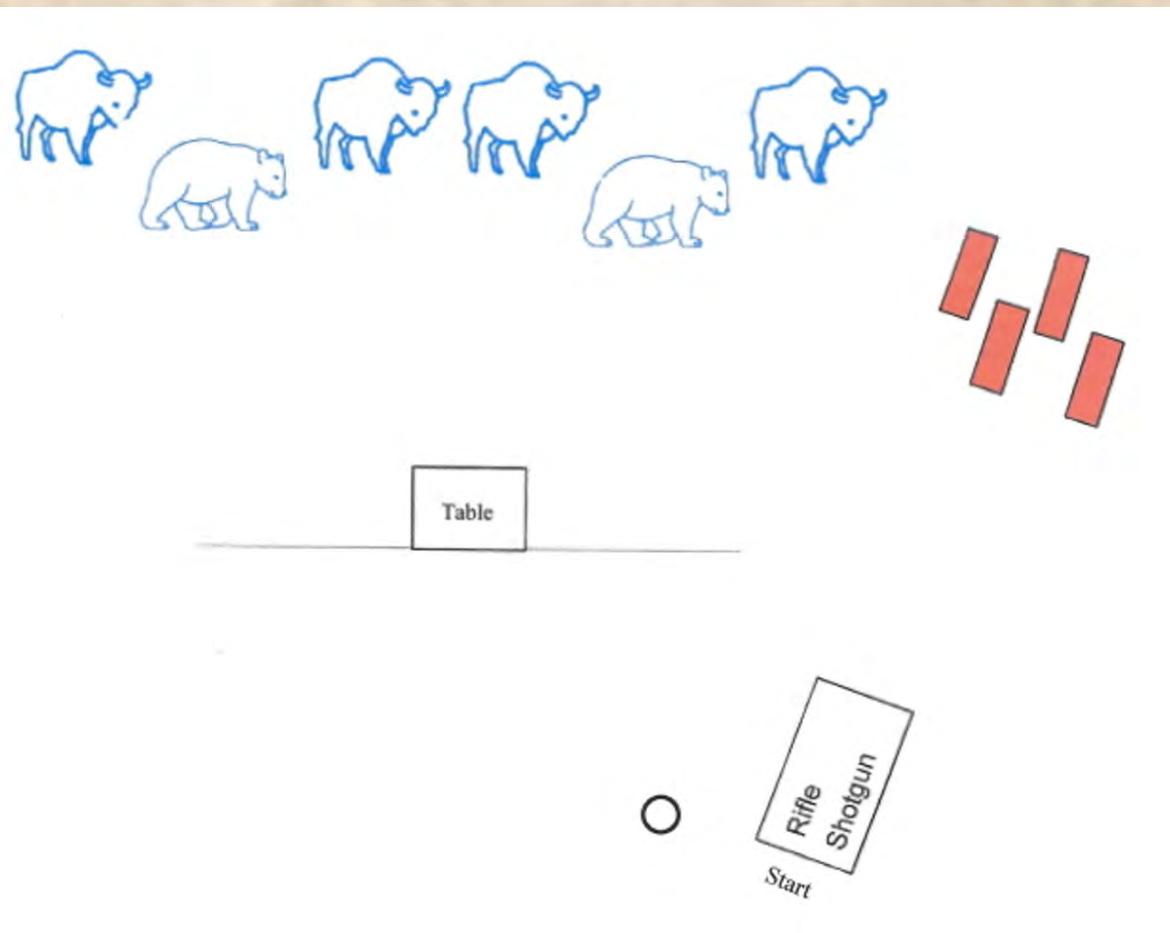
In 1993, to accurately preserve America’s prairie ecosystem, 300 bison were introduced into the Oklahoma Tall Grass Prairie Preserve. 30 years later, the herd is maintained at 2,500 animals.

**Starting Position:** Standing behind the trough, shotgun in hands.

**Shooting Order:** S-R-P

**Course of Fire:** Timer will start after shooter says “DYNAMITE!”

- ⇒ With shotgun, engage KD’s.
- ⇒ With rifle, engage targets in a *Dynamite Sweep* (1-2-2-2-3-4-5-5-5-6). Rounds must pass to the RIGHT of the white post.
- ⇒ With pistols, engage targets same sequence as rifle. Rounds must pass to the LEFT of the white post. Shooter MAY go as far as the downrange table/rail.



The Joseph H. Williams Oklahoma Tall Grass Prairie Preserve is located near Pawhuska, NNW of Tulsa.

## STAGE 8 - “DON’T FENCE ME IN!”

**\*\* Sponsored by Count Sandor \*\***

### ***Ammo requirements/gun staging:***

## 10+ Shotgun/staged on either left or right table on boardwalk

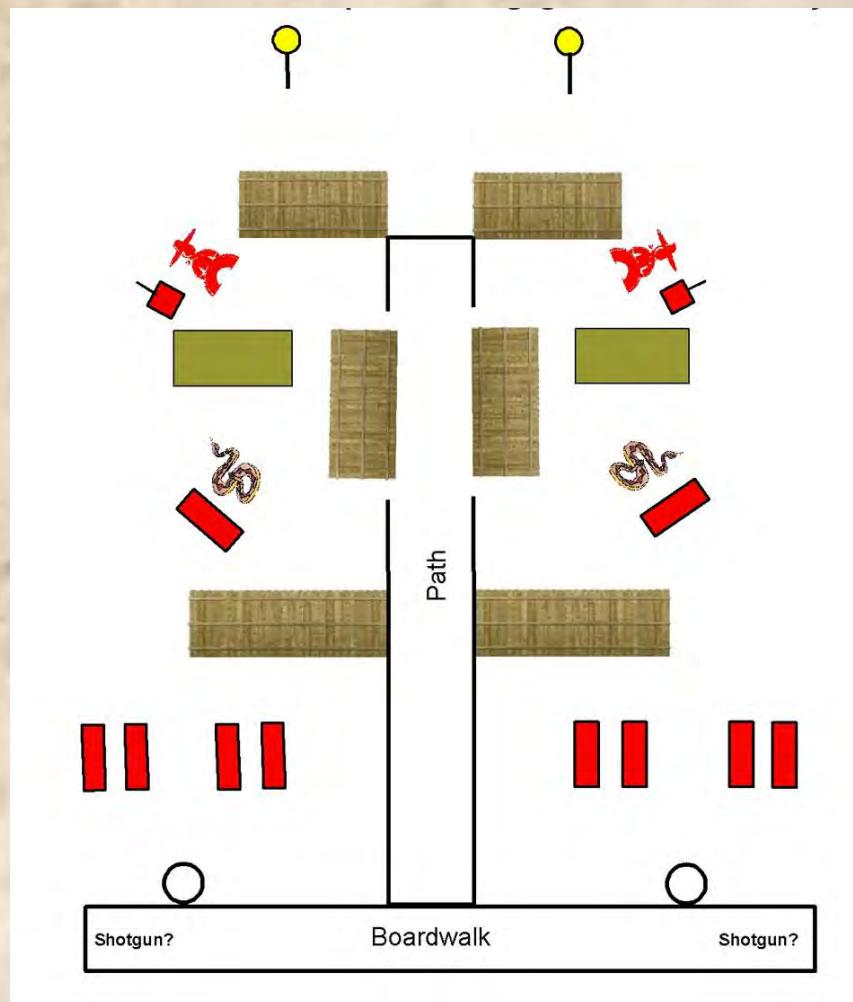
**REMINDER: For this special stage ONLY,  
you may wear an extra shotgun belt or  
extra shotgun slides as you see fit.**

**Whether Lefty or Righty, you shouldn't feel slighted on this stage, because the choice is yours! Just follow one simple rule: Start on the left, stay on the left...Start on the right, stay on the right.**

**Starting Position:** Behind staged shotgun at either right or left end of boardwalk, hands on shotgun shells, , which must be fully in loops, pocket, or pouch.

**Course of Fire:** Timer will start after shooter says “***Don’t fence me in!***”

- ⇒ Engage two KD's closest to the berm, then move past post and engage two KD's.
- ⇒ Move down the path to the first fence opening on your side of the path and engage the snake and KD. Snake must be off post.
- ⇒ Move to the next fence opening and engage the swinger and cowboy KD.
- ⇒ Move to the end of the path and engage the two stationary birds



## STAGE 9 - "ARE YOU A SPEED DEMON?"

\*\* Sponsored by King Pin & Irish Sunshine \*\*

*Ammo requirements/gun staging:*

10 Pistol/holstered, shot from right of the center post

10 Rifle/staged on left carpet

4+ Shotgun/staged on left carpet

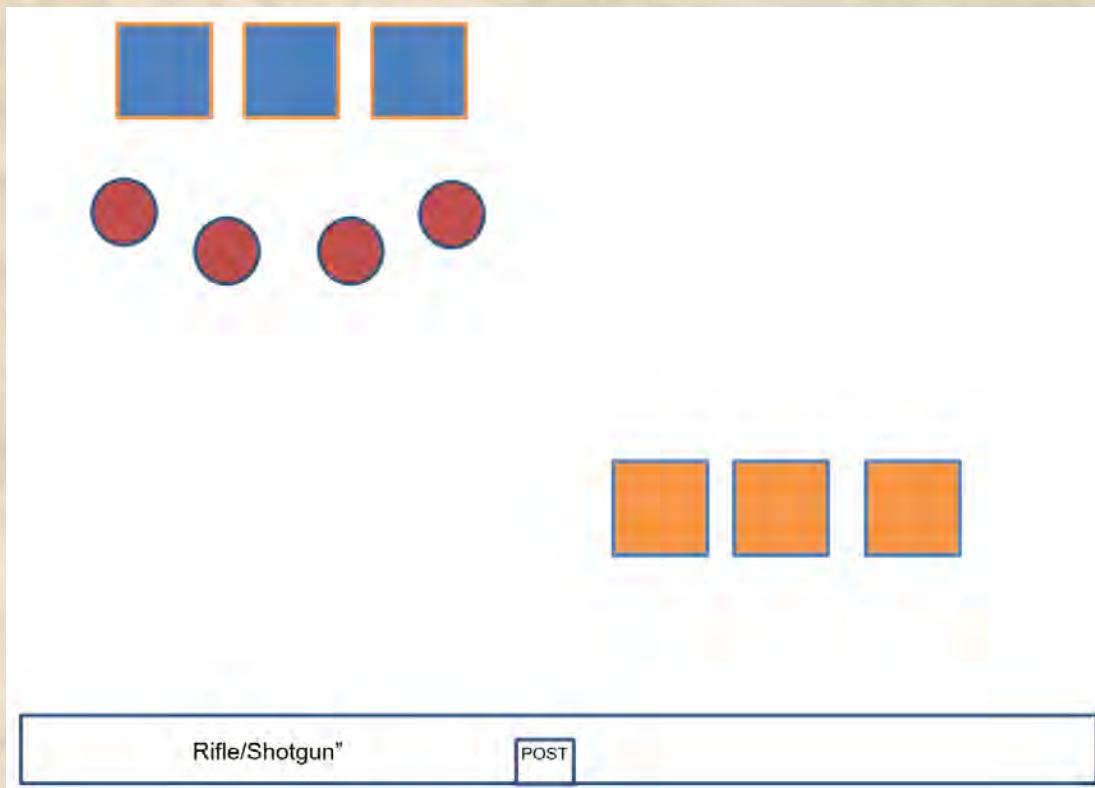
In January, 1993, the Marvel Comics character *Speed Demon* first appeared in Captain America Issue #411. The Demon's powers are running and thinking at superhuman speed, which just might come in handy on this stage.

**Starting Position:** At position of choice\*, hands on gun(s) of choice. Long guns must remain flat on table.

**Shooting Order: Shooter's Choice, RMNBL**

**Course of fire:** Timer will start after shooter says "I was born to run!"

- ⇒ With pistols from right of the post, and with rifle from left of the post, engage targets in a **Speed Demon Sweep**. (Single-tap sweep the targets, THEN single tap the middle target, THEN double-tap sweep the targets from either direction.)
- ⇒ With shotgun, engage KD's from left of the post. Make-ups from left of the post.



**\*IF STARTING WITH PISTOLS, ENTIRE BODY/COSTUME MUST BE PAST THE RIGHT SIDE OF THE CENTER POST\***

## STAGE 10 - "CHOICES, CHOICES!"

*\*\* Sponsored by Silver Spurs Charlie & Special K \*\**

### *Ammo requirements/gun staging*

10 Pistol/holstered OR staged one window

10 Rifle/staged in doorway

4+ Shotgun/staged EITHER in the other window from pistols OR on a side table

Back in '93, most stage writers gave no choices at all – shooting order, sequence, and direction were all prescribed. Now, in '23, we get lots of choices – hopefully not too many!

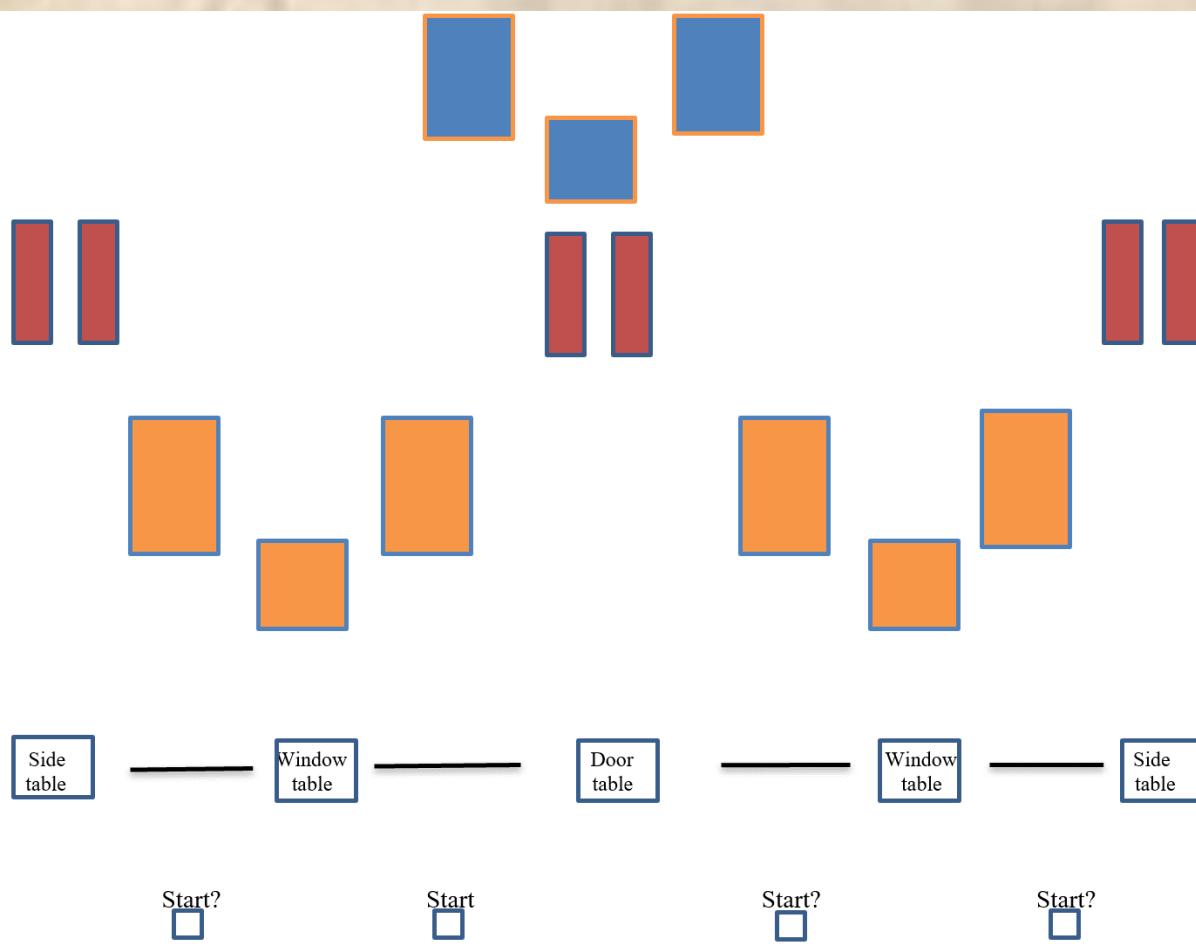
**Starting Position:** Standing with your back against any post

**Shooting Order:** Shooter's Choice, **RMNBL**.

**Course of Fire:** Timer will start after shooter says "I made my choices!"

**\*\*\*Pistol and rifle targets are engaged in a 'Round the Clock Sweep (1-1-3-3-2), then repeat\*\*\***  
**(Double-tap each outside target, then single-tap the middle target, and repeat)**

- ⇒ Pistol targets **must be engaged from one window**. (use only that set of targets)
- ⇒ Rifle targets are **engaged from doorway**.
- ⇒ With shotgun **engage TWO (2) KD's from other window from pistols AND TWO (2) from a side table, TOTAL OF FOUR (4)**. Make-ups from where engaged.





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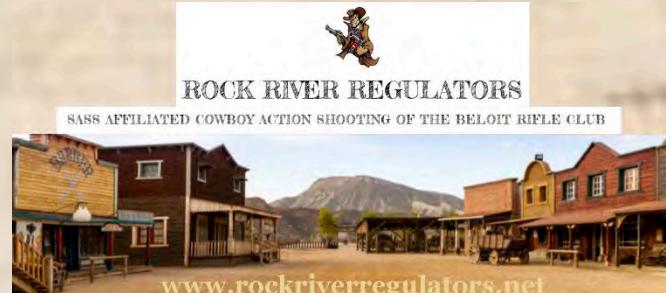
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## STAGE SPONSORS

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Stage 5: Smilin D & Justice James Newton

Stage 6: JW James & Elida Orga Nizer  
Stage 7: The Three Amigos  
Stage 8: Count Sandor  
Stage 9: King Pin & Irish Sunshine  
Stage 10: Silver Spurs Charlie & Special K (CKN, LLC)

# AWARDS BANQUET

The Awards Banquet will be held immediately after Sunday's match at the Milan Community Center, 2701 1st St E, Milan, IL 61264, about 5 miles from the range. Here are the directions to the center.

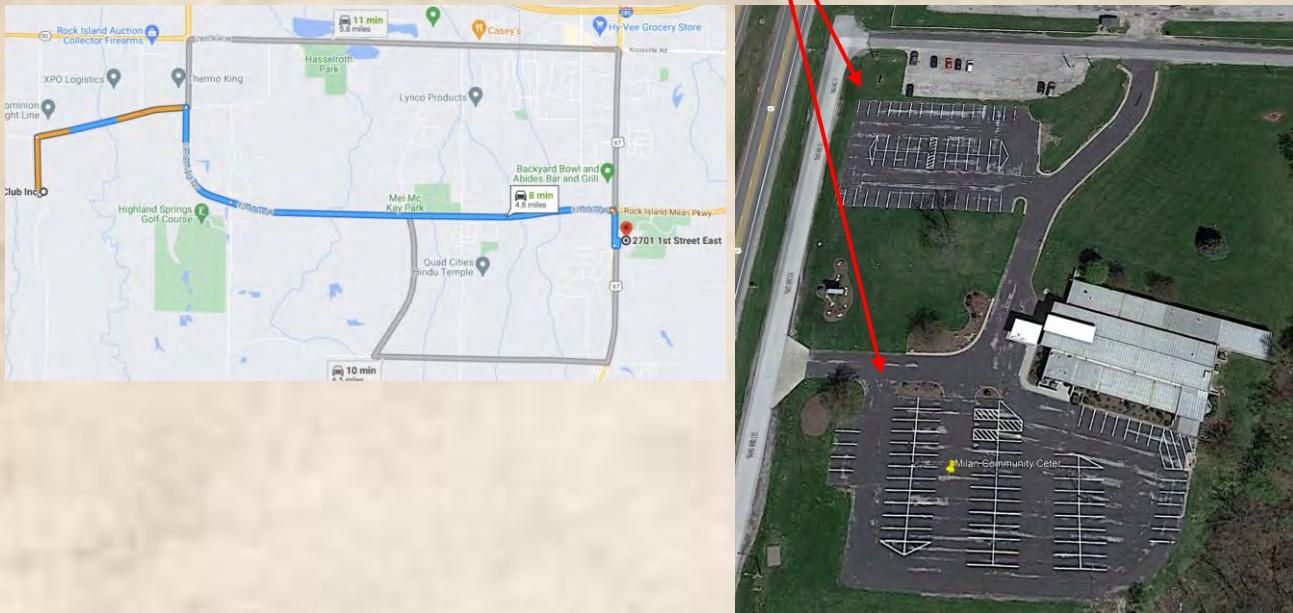
Dinner, soft drinks, and tea will be served with the meal. *Alcoholic Beverages may be purchased from the Community Center.*

**PLEASE NOTE: THE COMMUNITY CENTER DOES NOT ALLOW OUTSIDE ALCOHOLIC BEVERAGES TO BE CONSUMED IN THE COMMUNITY CENTER.**

## Directions to Milan Community Center from the Range

- Turn Right out of the Milan Rifle Club gate
  - Drive about 0.4 miles
- Turn Right at the first stop sign at the bottom of the hill
  - Drive about 1 mile
- Turn Right at the first stop sign (Centennial Expwy)
  - Drive about 3.2 miles - the road curves to the left
- Turn Right at Stop Light where Centennial Expwy intersects with Hwy 67/ 1<sup>st</sup> St
  - Drive 0.2 miles
- Milan Community Center will be on your left
  - 2701 1st St E, Milan, IL 61264

As you can see in the image below, there is plenty of parking in the immediately adjacent area as well as the lot to the north.



## Appeals, Challenges, and Protests

1. Assigned Range Officers are the ONLY persons who may judge a shooter, whether on or away from the firing line.
2. The shooter is the ONLY person who may question a call made by any of the Range Officers on the line.
3. If there is a question, the shooter should politely approach the assigned Timer Operator upon completion of the stage after all firearms have been made safe.
  - a. These discussions must not cause backups for an entire shooting group, so they are held away from the firing line.
4. The Timer Operator shall politely discuss any discrepancies or questions with regard to safety, penalties, or rules with the shooter.
5. In an effort to resolve any discrepancies, The Timer Operator should ONLY include other assigned Posse Officials in these discussions.
  - a. Other members of the posse or spectators are NOT to be included in any discussions.
  - b. Recorded audio, video, or photography is not to be used to make or challenge the call.
6. The Timer Operator must remain completely objective, review the evidence presented, research the rules, if necessary, and make the decision – remember, the benefit of the doubt goes to the shooter.
7. After review, the Timer Operator will relate scoring changes, if any, to the score keeper immediately.
8. If a Timer Operator's call is challenged by the shooter or one of the other assigned Posse Officials, they may take the challenge to the Range Mater (Count Sandor) to settle any dispute.
  - a. The Range Master will politely conduct interviews with the individual challenging the decision as well as any and all of the assigned Posse Officials or individuals involved in the initial call, apply the rules of the event, and decide on whether or not the original call will be upheld..
  - b. Recorded audio, video, or photography is not to be used to during the review
9. Challenges such as questions of illegal ammunition, illegal firearms and/or modifications, illegal costuming, inadequate black powder smoke, calls made away from the firing line, and such will generally require some sort of inspection or documentation process and should be handled with generous respect for the shooter being questioned.
  - a. The assigned Posse Officials making the call should take all of these type challenges directly to the Range Master for assistance in resolution. Some of these situations may require additional information from the shooter being challenged.
10. The Range Master should gather any ammunition required for testing from the shooter being questioned while at the loading table after completion of the loading process for all of their firearms.
  - a. Ammunition velocities in question should be measured via chronograph.
  - b. Adequate amounts of blackpowder smoke should be measured by firing the shooter's rounds along with match supplied "standard" rounds in alternating sequences.
  - c. Costuming or equipment should be referenced to the SASS Handbook and RO materials.
11. If the initial call is upheld by the Range Master, the individual who was the subject of the original call, has one option: File an official protest.
  - a. A \$20 fee paid in cash will be collected at the time the protest is filed.
  - b. This official protest must be made ONLY to the Match Director. Once the Match Director has received the official protest and associated fee, s/he will appoint a jury to make the FINAL decision.
12. A jury of three Territorial Governors, designated Chief ROs, and/or RO Instructors will be convened.
  - a. The Match Director will serve only in an administrative role to assure the protest is handled fairly and will be responsible for conveying any changes of the shooter's score to the appropriate scoring personnel.
13. The jury will objectively research the situation using all means reasonably available to them, apply the evidence to the rules of the event, and make the FINAL decision as to whether or not the original call will be upheld.
  - a. If the original call is overturned, any protest fees collected from the shooter should be refunded.
14. Safety Concerns should be raised first with the Timer Operator (Step 3 above), then follow the process and appeals steps described above, if necessary.

Adapted from RO-II, v25; pages 14 & 15

# Pocket RO Card

-----cut here-----

SASS™ Range Operations Basic Safety Course	Pocket RP Card - Current as of January 2023 "MSV" Minor Safety Violation = 10 Second Penalty "SDQ" = Stage Disqualification; "MDQ" = Match Disqualification	 SINGLE ACTION SHOOTING SASS	M S V	S D Q	M D Q
Empty or live round in magazine, action, or on the carrier of the long gun in which it was loaded, or an empty in the chamber of a long gun after the next gun is fired, or if last firearm, put down on the unloading table.			X		
Empty long guns that slip and fall but don't break 170 or sweep anyone			X		
Cocking a revolver before it reaches 45 degrees downrange			X		
Leaving the line once the stage has begun to retrieve ammo or firearms before all firearms brought to the line are verified as clear				X	
Leaving the stage anytime between when the first and last shots have been fired on the stage				X	
Leaving the line once the stage has begun to retrieve ammo or firearms before all firearms brought to the line are verified as clear				X	
Loading at other than designated location				X	
Staging a long gun with the hammer cocked/action closed (once it leaves the shooter's hands)				X	
Holstering or staging revolver with hammer cocked (not fully down) or down (on a live round)				X	
Any dropped unloaded firearm on the firing line				X	
Discharge impacting 5-10 feet from shooter, while on the firing line				X	
Cocked revolver leaving shooter's hand				X	
Changing location or leaving the designated loading area with a cocked gun/gun w/hammer down on live round				X	
Unsafe gun handling (fanning, etc.)				X	
Use of illegal or illegally modified firearm				X	
Dry firing at the loading or unloading table(s)				X	
Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage)				X	
Violation of 170 rule (without sweeping anyone)				X	
Sweeping anyone with unloaded firearm				X	
De-cocking to avoid a penalty if cocked at the wrong time, position, or location				X	
Not adhering to loading or unloading procedures				X	

Side 1

-----fold here-----

SASS™ Range Operations Basic Safety Course	Pocket RP Card - Current as of January 2023 "MSV" Minor Safety Violation = 10 Second Penalty "SDQ" = Stage Disqualification; "MDQ" = Match Disqualification	 SINGLE ACTION SHOOTING SASS	M S V	S D Q	M D Q
Shooting on the move (shooting multiple shots during continuous movement)				X	
Leaving the designated loading area with a RIFLE having a live round under cocked hammer/hammer down on a live round				X	
Staging or discarding a long gun containing a live round in the chamber (once it leaves the shooter's hands)				X	
Use or presence of outlawed/illegal items				X	
Dropped gun (loaded)					X
Discharge impacting within 5 feet from shooter, while on the firing line or any discharge away from the firing line. Any discharge in the loading or unloading areas.					X
Sweeping anyone with loaded firearm					X
Willful failure to comply with a "cease fire" or "stop" command given by, and while under the positive control of, the CRO/TO					X
Any two (2) stage DQ penalties or 2 F.T.E./S.O.G's during the course of a match					X
Belligerent attitude/unsportsmanlike conduct					X
Shooting under the influence of alcohol, drugs, or impairing medications					X
Leaving the firing line with a malfunctioning firearm unless under direct supervision of a match official					X
Shooting out of category, e.g., Not wearing the correct items in Classic Cowboy or not making enough smoke in B/P Categories 1st violation is procedure, 2nd violation is SDQ, 3rd violation is MDQ			P	2	3
<b>Procedural:</b> Unintentional errors caused by confusion or mistakes. <b>10 seconds;</b> no more than one procedural penalty may be assessed per stage.					
<b>Failure to Engage/Spirit of the Game:</b> Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage, not meeting the Ammunition Power Factor or willfully disregarding a non-shooting procedure. <b>30 Seconds.</b>					
<b>Reshoots</b> are granted for failure of props/match equipment; Range Officer impeding shooter progress; or timer failure.					
<b>Reshoots for failure</b> of shooter equipment or firearms may be granted at the discretion of the Match Director (except at annual or state/regional championships and above). Only safety penalties carry over. Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter that, in the judgement of the R.O., are seen to be taking advantage will no be entertained as they are not in the spirit of the game.					

Side 2

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## SHOOTER TIME SHEET

Stage	Time	Misses	Penalty	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				